

Art

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The School of Visual Studies' Art program develops creative thinkers, professional artists, and cultural leaders through a cross-disciplinary curriculum that balances innovation, traditional craftsmanship, and critical thinking. The Art faculty members are established professional artists and designers with numerous exhibitions, commissions, and awards to their credit. The Art program, founded at Mizzou in 1877, is housed principally within the Fine Arts Building and in the Bingham Commons Studios.

Our studio/laboratory spaces for each media area include a fully-equipped printmaking studio, photography labs for digital and analog processes, a paper making/fiber facility, an anagama kiln, a bronze casting facility, and three state-of-the-art Mac labs housing up-to-date computers, three 44" large-format Epson printers, and a variety of video equipment.

The Art program is one of four degree programs within the School of Visual Studies, and we work collaboratively with the programs in Art History, Digital Storytelling (with animation, video, and production), and Film Studies (with film production) to offer students a wide range of skills in art and design practices.

The Art program operates the George Caleb Bingham Gallery (<https://visualstudies.missouri.edu/gallery/bingham/>) in the Fine Arts Building, which exhibits the work of students, faculty, and visiting artists year-round. The School of Visual Studies Lecture Series is presented during the Fall and Spring semesters and is open to the public. We also have close working relationships with the MU's Museum of Art and Archaeology, the Sager Braudis Gallery, the Columbia Art League, and other local galleries.

A popular summer experience sponsored by the Art program, in partnership with the International Center, is the Summer Study Abroad Program. Students will have the opportunity to study firsthand many of the most important masterpieces in Western Art. We also offer opportunities for students to visit museums and galleries in both St. Louis and Kansas City.

You can find the works of MU art faculty and alumni in major museums, galleries, exhibitions, and collections around the world. We are dedicated to providing students with a high-quality education while helping them to develop and nurture their artistic studio practice. Our art and design students go on to careers as visual artists, graphic designers and creative thinkers working in a variety of professions. Graduates have careers in design studios, museums and galleries, and in businesses, both large and small. In our visual culture, artists and designers are needed in almost every business.

Faculty

Professor J. Brueggenjohann*, J. Johnson*, C. Sampson*

Curators Teaching Professor D. Huelsbergen*

Associate Professor C. Daniggelis*, L.A. Garrison*, J. Pintz*, R.A. Wilson*

Assistant Professor C.P. Mannella*, F. Martinez*, T. Shaffer*, J. Thornton*

Teaching Professor M. Ballou*

Assistant Teaching Professor A. Wehrwein

Instructor C. Armbrust, M. Langeneckert, M. LeMieux, P. Shanks

Professor Emeritus B.B. Cameron*, W.H. Hawk, L. Kantner, L. Leong*, L. Rugolo, O.A. Schuchard, F.H. Stack, J. Stealey*

* Graduate Faculty Member - membership is required to teach graduate-level courses, chair master's thesis committees, and serve on doctoral examination and dissertation committees.

** Doctoral Faculty Member - membership is required to chair doctoral examination or dissertation committees. Graduate faculty membership is a prerequisite for Doctoral faculty membership.

Undergraduate

- BA in Art (<http://catalog.missouri.edu/collegeofartsandscience/art/ba-art/>)
- BFA in Art (<http://catalog.missouri.edu/collegeofartsandscience/art/bfa-art/>)
- Minor in Art (<http://catalog.missouri.edu/collegeofartsandscience/art/minor-art/>)

Director of Undergraduate Studies: Matt Ballou

The Art program in the School of Visual Studies offers a BFA, BA and Minor in Art. Students have the option to take studio courses in the areas of ceramics, drawing, fibers, graphic design, painting, photography, printmaking, and sculpture.

The BA degree is intended for the student desiring a liberal arts education with a concentration in art, while the BFA provides more professional training in studio media areas. The BFA is the required undergraduate degree for admission to most Master of Fine Arts programs.

Students who progress through a BA or BFA degree in Art will need to pass the Art program BA/BFA Portfolio Review. A student will need to have completed six (6) courses in art before submitting a portfolio although they can be enrolled in the last classes the semester they submit a portfolio. Those courses are ARTGE_VS 1030, ARTGE_VS 1040, ARTDR_VS 1050; then three studio art courses at the 2000 level. For more detailed information on the portfolio, please email Professor Matt Ballou (balloum@missouri.edu). Graphic Design majors have an additional Portfolio Review. Please email Professor Ric Wilson (wilsonra@missouri.edu) for more information.

Graduate

The Master of Fine Arts (MFA) offered through the Art program is now an **MFA in Visual Studies**, a change that represents a new interdisciplinary approach to art practices. Please see the new MFA in Visual Studies equivalent degree listed under the School of Visual Studies graduate degree programs (<http://catalog.missouri.edu/collegeofartsandscience/visualstudies/#graduatetext>).

The Master of Fine Arts (MFA) in Visual Studies is a three-year, 60 credit, thesis-driven program that focuses on the creative goals of the individual. We guide all MFA students to find and develop a direction and language as they create a coherent and conceptually unified body of artwork.

Through an intense studio-based practice, our MFA program prepares students for advanced professional art careers and provides teaching experience to those interested in teaching at the college level. The structure of our MFA curriculum allows students direct access to faculty whose engagement of traditional studio production blends with contemporary approaches. The program supports student movement between media areas as needed to tailor a student's experience to the goals of their creative research. Additionally, the department supports consistent integration of contemporary and historical theories of art as appropriate to each student's individual studio practice.

ARTCE_VS 1100: Introduction to Ceramics

This course focuses on the fundamentals of hand-building with clay for non-School of Visual Studies majors. Students learn the technical processes involved in forming and firing within the context of historical and contemporary ceramics. In addition to making, students engage in research as well as learn how to discuss artwork through the critique process. Expendable materials fee.

Credit Hours: 3

Recommended: ARTGE_VS 1040

ARTCE_VS 2100: Hand-Built Ceramics

This course focuses on the fundamentals of hand-building with clay. Students learn the technical processes involved in forming and firing within the context of historical and contemporary ceramics. In addition to making, students participate in the critique process and engage in research to begin to develop a personal aesthetic. Expendable materials fee.

Credit Hours: 3

Prerequisites: ARTGE_VS 1040 or instructor consent

ARTCE_VS 3100: Wheel-Thrown Ceramics

This course introduces students to the discipline of throwing on the potters' wheel to create a wide variety of vessel forms. These techniques are explored within the context of historical and contemporary ceramics. Students engage in personal research to inform their making as well as participate in the critique process. Expendable materials fee.

Credit Hours: 3

Prerequisites: ARTCE_VS 2100

ARTCE_VS 4100: Ceramics Practice

This course encourages a student's continued aesthetic development through creative experimentation with ceramic materials and techniques. Students participate in group discussions and critiques. Expendable materials fee. May be repeated to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTCE_VS 3100

ARTCE_VS 4110: Ceramics Portfolio

This course allows students to focus on developing a cohesive portfolio of ceramic artwork. Students will choose their own explorations, technically and conceptually, while working closely with faculty to create

a professional body of work. Any or all ceramic processes may be used. May be repeated to 15 hours maximum. Expendable materials fee.

Credit Hours: 3

Prerequisites: ARTCE_VS 4100

ARTCE_VS 4185: Problems in Ceramics

Problems in Ceramics.

Credit Hour: 1-3

Prerequisites: Instructor consent required

ARTCE_VS 7100: Graduate Ceramics

Advanced study of ceramic form, surface and concept with emphasis on directed development of individual work. Payment of expendable materials expense is required. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ARTCE_VS 7110: Graduate Ceramic Sculpture

Directed development of individual work. Payment of expendable materials expense is required. May be repeated to 18 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ARTCE_VS 7185: Problems in Ceramics

Graduate level work in ceramics.

Credit Hour: 1-3

Prerequisites: ARTCE_VS 7100 and ARTCE_VS 7110 and instructor's consent required

ARTCE_VS 8100: Graduate Ceramics II

Continuation of ARTCE_VS 7100. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTCE_VS 7100 or instructor's consent

ARTDR_VS 1050: Drawing: Materials and Methods

This course focuses on the fundamentals of visual hierarchy, composition, and pictorial space in drawing. Emphasis on linear perspective and the language of light and shadow using black and white media (graphite, charcoal and/or conte crayon). Development of skills and concepts in drawing based on historical models, lectures, demonstrations and critiques. Expendable materials fee required. Students may not receive credit for both ARTDR_VS 1050 and ARTDR_VS 1060. Both courses provide the Art Foundations Beginning Drawing requirement.

Credit Hours: 3

ARTDR_VS 1050H: Drawing: Materials and Methods - Honors

This course focuses on the fundamentals of visual hierarchy, composition, and pictorial space in drawing. Emphasis on linear perspective and the language of light and shadow using black and white media (graphite, charcoal and/or conte crayon). Development of skills and concepts in drawing based on historical models, lectures, demonstrations and critiques. Expendable materials fee required. Students may not receive credit for both ARTDR_VS 1050 and

ARTDR_VS 1060. Both courses provide the Art Foundations Beginning Drawing requirement.

Credit Hours: 3

Prerequisites: Honors eligibility required

ARTDR_VS 1060: Drawing: Digital Methods

This course focuses on the fundamentals of visual hierarchy, composition, and pictorial space in drawing with a focus on using Digital Media. Emphasis is placed on linear perspective and the language of light and shadow. The development of skills and concepts for a contemporary approach to drawing are based on historical models, lectures, demonstrations, and critiques. Expendable materials fee required. Students are required to use Digital Media in this course (iPad, stylus, etc.). Students may not receive credit for both ARTDR_VS 1050 and ARTDR_VS 1060. Both courses provide the Art Foundations Beginning Drawing requirement.

Credit Hours: 3

ARTDR_VS 2210: Beginning Color Drawing

Beginning Color Drawing is a second level drawing course that places emphasis on practice and materials with a focus on forming a basic understanding of how color works in practical application. Students will craft projects meant to orient them to the material action of colored pencils, chalk pastels, oil pastels, and other media. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050

ARTDR_VS 3200: Portrait Drawing

Development of drawing techniques with an emphasis on the portrait. May be repeated to 15 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

ARTDR_VS 3210: Intermediate Color Drawing

Continuation of ARTDR_VS 2210 with emphasis on design and organization. May be repeated to 9 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

ARTDR_VS 3220: Anatomical Drawing

Anatomical structure of human figure as it relates to art. Drawing from live model; emphasis on gross anatomy as defined by skeletal and muscular structure. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

ARTDR_VS 3230: Beginning Illustration

An introduction to visual problem solving from initial concept through final execution. Emphasis in drawing and painting skills and exploration of mixed media techniques including drawing from the model. Graded on A-F basis only. Expendable materials fee.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

ARTDR_VS 3240: The Graphic Novel

This drawing course focuses on sequential narrative art and its relationship to the graphic novel. The term, "graphic novel" represents a broad range of styles, formats and genres from simple comics to highly rendered illustrations. Lectures provide an introduction to some of the most highly respected works from the early twentieth century onward. Expendable materials fee required. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

ARTDR_VS 4200: Drawing Portfolio

This course will provide an intensive experience in the development of a portfolio of artwork. Students will explore the connections between their work and contemporary art. May be repeated 3 times. Expendable Materials Fee Required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050, ARTDR_VS 2210, and ANY 3000 level Drawing course (ARTDR_VS 3200 or ARTDR_VS 3210 or ARTDR_VS 3220 or ARTDR_VS 3230 or ARTDR_VS 3240)

ARTDR_VS 4210: Advanced Color Drawing

Continuation of ARTDR_VS 3210 with emphasis on the expressive properties of color in figural compositions. Repeatable to 15 hours. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050, ARTDR_VS 2210 and ARTDR_VS 3210

ARTDR_VS 4220: Advanced Anatomical Drawing

Continuation of ARTDR_VS 3220 with and emphasis on formal analysis of the figure in drawing based on superficial and deep anatomical structure. May be repeated to 15 hour maximum. Expendable materials fee required.

Credit Hours: 3

Recommended: ARTDR_VS 2210 and ARTDR_VS 3200 before taking this class

ARTDR_VS 4230: Advanced Illustration

Further development of conceptual problem solving skills and technical proficiency through self generated assignments. Emphasis is placed on portfolio development by exploring sequential and narrative themes. Topics include contract, copyrights, and the art of freelancing. Students are advised to take the course a minimum of two times. May be repeated to 15 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 and ARTDR_VS 2210

Recommended: ARTDR_VS 3230

ARTDR_VS 4285: Problems in Drawing

Problems in Drawing.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ARTDR_VS 7200: Graduate Drawing

Drawing with emphasis on individual creative expression. May repeat to 18 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: Graduate Art Major

ARTDR_VS 7285: Problems in Drawing

Problems in drawing.

Credit Hour: 1-3

Prerequisites: ARTDR_VS 7200 and instructor's consent

ARTDR_VS 8200: Advanced Graduate Drawing

Continuation of ARTDR_VS 7200. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTDR_VS 7200 or instructor's consent required

ARTDR_VS 8270: Graduate Drawing - Theory and Context

Contextualizing artwork in culture, history, and theory, May be repeated to 18 hours for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Graduate Art Majors

ARTFI_VS 2300: Beginning Fibers

Introduction to fibers emphasizing surface design (dyeing, textile printing), embroidery, papermaking and artists' books. Expendable materials fee required.

Credit Hours: 3

ARTFI_VS 3300: Fibers and Material Studies

Continuation of fibers emphasizing surface design (dyeing, textile printing), embroidery, papermaking and artists' books. Rigorous critical dialogue communicates social and political discourse intertwined to the Fibers discipline. Analog and digital technologies, global textile production, gender and sexuality, craftivism, community and sustainable making are topics explored and techniques taught inform visual communication for all art media. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTFI_VS 2300 or ARTFI_VS 2310 or consent of instructor

ARTFI_VS 4300: Advanced Fibers and Material Studies

Exploration of aesthetic concepts, development of creative research and instruction in advanced fiber techniques within medium selected by student. Students who have previously taken Weaving will learn advanced techniques including complex pattern draft, digital weaving on the Thread Controller 2 (TC2) loom, and warp painting. Rigorous critical dialogue communicates social and political discourse intertwined to the Fibers discipline. Analog and digital technologies, global textile production, gender and sexuality, craftivism, community and sustainable making are topics explored and techniques taught inform visual communication for all art media. Expendable materials fee required. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTFI_VS 3300 or instructor approval

ARTFI_VS 4385: Problems in Fibers

Supervised research in creative fibers. Expendable materials fee required.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ARTFI_VS 7300: Graduate Fibers

Advanced technical and aesthetic study in medium of choice with emphasis on development of the individual student's ideas and goals. Expendable materials fee required. May repeat to 15 hours maximum.

Credit Hours: 3

ARTFI_VS 7385: Problems in Fibers

Graduate level work in fibers. Expendable materials fee required.

Credit Hour: 1-3

Prerequisites: ARTFI_VS 7300 and instructor's consent required

ARTFI_VS 8300: Graduate Fibers II

Continuation of ARTFI_VS 7300. Expendable materials fee required. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTFI_VS 7300 or instructor's consent

ARTGD_VS 1400: Digital Tools and Concepts

Class will cover the basic tools used in industry standard, graphic design digital imaging software. A variety of different software may be offered.

Credit Hours: 3

ARTGD_VS 2400: Advanced Digital Imaging

Class will cover the basic tools used in digital imaging software. A variety of different software may be offered. Course may be repeated for up to 3 hours with the consent of instructor. Graded on S/U basis only.

Credit Hour: 1

Prerequisites: ARTGD_VS 1400

ARTGD_VS 2410: Introduction to Typography

Introduction to the discipline, function and tradition of typography. Emphasis on developing a design language and vocabulary. Projects explore visual images in two-dimensional space, each one focusing on a specific set of relationships. Introduction to methodological and research practices for designers. Course concludes with portfolio review for admission to ARTGD_VS 2420 and further Graphic Design Courses. Payment of expendable materials fee is required.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030, ARTDR_VS 1050

Recommended: ARTGE_VS 1040

ARTGD_VS 2420: Design Methods and Production

Continuation in the study of typography with emphasis placed on methods and production. Topics include communication, text intensive documents, legibility/readability, movement, language sequence and information hierarchy. Payment of expendable materials fee is required.

Enrollment is limited to students who have completed ARTGD_VS 2410 and successful completion of the graphic design portfolio review.

Credit Hours: 3

Prerequisites: consent of instructor

ARTGD_VS 2430: Calligraphy and Hand Lettering

Technical and historical instruction on several calligraphic alphabets. Application of hand lettering to both two and three-dimensional design projects. Emphasis placed on both technical mastery of letters, development of personal style and creative expression in projects.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030, ARTDR_VS 1050 or instructor's consent

ARTGD_VS 2440: Foundations in Graphic Design for Non-Majors

This course is a hands-on course that utilizes lectures, readings, exercises and projects to help non-majors explore graphic design and improve their ability to communicate using design. Students will be introduced to topics including graphic design in society, visual hierarchy, grid, typography, color theory, image usage, UI, UX, digital platforms and organizing principles of design. This course is intended for students who have an interest in design but do not plan on becoming practicing designers, there are no prerequisites.

Credit Hours: 3

ARTGD_VS 2440H: Foundations in Graphic Design for Non-Majors - Honors

This course is a hands-on course that utilizes lectures, readings, exercises and projects to help non-majors explore graphic design and improve their ability to communicate using design. Students will be introduced to topics including graphic design in society, visual hierarchy, grid, typography, color theory, image usage, UI, UX, digital platforms and organizing principles of design. This course is intended for students who have an interest in design but do not plan on becoming practicing designers.

Credit Hours: 3

Prerequisites: Honors eligibility required

ARTGD_VS 3410: Interactive Media

Digital media and motion graphics are explored through the development of interactive presentations and web site design. Students experiment with the computer as a medium for delivery of communication. New, practical and conceptual skills will be discussed in order to develop meaningful, interactive user experiences. Payment of expendable materials fees is required.

Credit Hours: 3

Prerequisites: ARTGD_VS 2420

ARTGD_VS 3430: Advanced Calligraphy and Hand Lettering

Continuation of ARTGD_VS 2430. Students will expand their skills including study of more complex alphabets and further their personal style. Emphasis placed on both mastery of letters and creative exploration in projects. Repeatable to 6 credits.

Credit Hours: 3

Prerequisites: ARTGD_VS 2430

ARTGD_VS 3440: Packaging Design Systems

This course will look at the discipline of packaging design from a three-dimensional perspective. By gaining an understanding of the materials and processes that relate to packaging, students will develop a selection of packaging solutions for a variety of different clients. Payment of expendable material fee is required. Repeatable to 6 credits.

Credit Hours: 3

Prerequisites: ARTGD_VS 3410

ARTGD_VS 3441: The History of Graphic Design

Broad overview of the history of graphic design. Topics will range from the history of printing, the beginnings of the profession, major movements and developments to the practice of design. Also looks at how the history of design and printing apply to today's visual communication.

Credit Hours: 3

ARTGD_VS 3441H: The History of Graphic Design - Honors

Broad overview of the history of graphic design. Topics will range from the history of printing, the beginnings of the profession, major movements and developments to the practice of design. Also looks at how the history of design and printing apply to today's visual communication. Prerequisites: Honors eligibility required

Credit Hours: 3

ARTGD_VS 3442: Corporate Identity and Branding

Planning, strategy, and design of the visual components necessary to create a corporate identity. Course will focus on how cohesive design programs function across various mediums and engage specific audiences. Payment of expendable materials fees is required. Repeatable to 6 credits.

Credit Hours: 3

Prerequisites: ARTGD_VS 3410

ARTGD_VS 3443: Letterpress

This course is about creating conceptual design solutions using the letterpress printing process. Projects are very broad, conceptual and highly individual with the opportunity to explore letterpress printing processes using several different presses and printing techniques. Each project will require a limited edition print run. Repeatable to 9 hours.

Credit Hours: 3

Prerequisites: Instructor's consent

ARTGD_VS 4400: Design Systems

Goal directed graphic design problem solving stressing the integration of theory and practical applications while sharpening conceptual, computer, and research skills. Topics include current design theory, advanced typographic study, production methods and design/client interaction. Payment of expendable materials fee is required.

Credit Hours: 3

Prerequisites: ARTGD_VS 3410

ARTGD_VS 4410: Professional Portfolio Development

Directed research, study and critical analysis in graphic design. Emphasis placed on research, writing, problem solving, aesthetic perception,

conceptual thinking skills and technical proficiency. Students will focus on portfolio preparation and are advised to take the course a minimum of two times. May be repeated to 15 hours maximum. Payment of expendable materials fee is required.

Credit Hours: 3

Prerequisites: ARTGD_VS 4400

ARTGD_VS 4485: Problems in Graphic Design

Problems in Graphic Design.

Credit Hour: 1-3

Prerequisites: instructor's consent required

ARTGD_VS 7400: Graduate Graphic Design

Graduate level work in graphic design. Emphasis on self-directed research and critical analysis. Students are encouraged to focus on conceptual development of their design work. Instruction is tailored to the student's individual investigations. Repeatable to 15 hours maximum.

Credit Hours: 3

Prerequisites: instructor's consent

ARTGD_VS 7485: Problems in Graphic Design

Graduate level work in graphic design.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ARTGD_VS 8400: Graduate Graphic Design II

Continuation of ARTGD_VS 7400. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTGD_VS 7400 or instructor's consent

ARTGE_VS 1020: Introduction to Visual Studies

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values.

Credit Hours: 3

ARTGE_VS 1020H: Introduction to Visual Studies - Honors

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values. Prerequisites: Honors eligibility required.

Credit Hours: 3

Prerequisites: ENGLSH 1000 may be required on some sections

ARTGE_VS 1020HW: Introduction to Visual Studies - Honors/Writing Intensive

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values. Prerequisites: Honors eligibility required.

Credit Hours: 3

Prerequisites: ENGLSH 1000 may be required on some sections

ARTGE_VS 1020W: Introduction to Visual Studies - Writing Intensive

Introduction to the many ways material culture and visual media fashion, construct, preserve, and challenge cultural beliefs and values.

Credit Hours: 3

Prerequisites: ENGLSH 1000

ARTGE_VS 1030: 2-D Materials and Methods

(Art Foundations) Study of the basic principles and elements of two-dimensional composition in art. These principles of organization are the bases for expression and critical analysis of the visual arts. Students will create several studio projects exploring design variables, while employing a range of tools and materials from drawing to digital methods.

Credit Hours: 3

ARTGE_VS 1040: 3-D Materials and Methods

A foundational course designed to familiarize students with the elements and principles of three-dimensional design as well as some of the materials, tools, processes and techniques used in the creation of sculptural art. Study and development of formal aesthetic ideas, conceptual vocabulary and technical skills is emphasized. Expendable materials fee required.

Credit Hours: 3

ARTGE_VS 1920: Introduction to Digital Media Production

(same as ENGLSH 1880, FILMS_VS 1880, DST_VS 1880, COMMUN 1880). Introduction to concepts and skills for Digital Storytelling, including media literacy and forms of narrative manifested historically and currently across a range of media. This course focuses on theories and concepts that support the critical analysis and creation of contemporary narrative in digital form with particular attention to audio, visual and written communication. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: BA/BFA art majors only through early registration

ARTGE_VS 2000: Color Theory

An investigation of various color systems and their application to art.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030

ARTGE_VS 2001: Topics in Art

Special studies in studio art; covers subjects not included in regularly offered courses. Topics course are repeatable for up to 6 credits per individual topic.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 2005: Topics in Art - Humanities

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic.

Credit Hour: 1-3

Prerequisites: Instructor's consent

ARTGE_VS 2005H: Topics in Art - Humanities - Honors

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 2020: International Summer Study Abroad in Art

A three-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at schedule critiques in The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ARTGE_VS 2030: Context and Culture

The purpose of this course is to give students a contextual framework for engaging with the visual arts, focusing on the 20th century and today. Through lectures, videos, readings, and more we build a foundation for thinking, talking, and writing about art, especially works and movements that might be challenging for the novice to understand. Topics such as empathy, looking and perception, identity, politics, and money in the arts will be covered.

Credit Hours: 3

ARTGE_VS 2030H: Context and Culture - Honors

The purpose of this course is to give students a contextual framework for engaging with the visual arts, focusing on the 20th century and today. Through lectures, videos, readings, and more we build a foundation for thinking, talking, and writing about art, especially works and movements that might be challenging for the novice to understand. Topics such as empathy, looking and perception, identity, politics, and money in the arts will be covered.

Credit Hours: 3

Prerequisites: Honors eligibility required

ARTGE_VS 2040: Sophomore Seminar

This course is a bridge between contemporary art practices and developing a strong independent studio practice. Students develop a foundational sense of being a visual artist from the perspective of studio practice, professional application and creating an artistic identity through contemporary theory and short critical writings. Students will learn how to document and create a digital platform for their work, as well as search for internships, residencies and other professional arts opportunities. Through lectures, demonstrations, student collaborations, and visits with the local arts community, students will create a sphere of professional influences. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030, ARTGE_VS 1040 and ARTDR_VS 1050

ARTGE_VS 3001: Topics in Art

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic. Enrollment limited to students with junior standing.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 3005: Topics in Art - Humanities

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic.

Credit Hour: 1-3

Prerequisites: Instructor's consent

ARTGE_VS 3005H: Topics in Art - Humanities Honors

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 3020: International Summer Study Abroad in Art

A three-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at schedule critiques in The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ARTGE_VS 3030: Undergraduate Internship in Art

Special learning situations not covered by coursework. Credit standards pre-arranged with dept. Limit on total hours of problems courses applies. Enrollment limited to Art and Art Education majors with Junior Standing.

Credit Hour: 1-3

Prerequisites: departmental consent

ARTGE_VS 4001: Topics in Art

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 4001H: Topics in Art - Honors

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 4005H: Topics in Art - Humanities Honors

Special studies in studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to six credits per individual topic. Enrollment limited to students with Honors Eligibility.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 4030: Video Art and the Moving Image

(same as FILMS_VS 4030; cross-leveled with ARTGE_VS 7030). Video as a fine art form intersecting with sculpture, experimental filmmaking, DIY and Internet culture. Theoretical and historical knowledge is

integrated with studio practice. Students create video works in Adobe Premiere Pro, demonstrating technical ability and aesthetic vision. May be repeated up to 9 hours maximum.

Credit Hours: 3

ARTGE_VS 4040: 2-D Portfolio Development

This course will provide an intensive experience in the development of a portfolio of personal work outside the traditional media boundaries. Students will explore media relevant to their particular needs and begin to explore the connections between their work and contemporary art and culture through readings, discussions and critiques. Expendable Materials Fee Required. May be repeated t 6 credits. Enrollment limited to students with Junior Standing. Recommended: 3000-level or above course in one of the following media areas: Drawing, Painting or Printmaking.

Credit Hours: 3

Prerequisites: instructor's consent required

ARTGE_VS 4050: Performance Art

(cross-leveled with ARTGE_VS 7050). This studio art course will survey the practices in Performance Art and its intersections with visual and media-based art, experimental theater, music and dance. Modules will include performance and: the object, culture, the mediatized body and alternative spaces. Graded on A-F basis only. May be repeated up to 9 hours maximum.

Credit Hours: 3

ARTGE_VS 4975: Senior Seminar in Art

A capstone course for the undergraduate art degree with emphasis on the production of a written statement relating to the students' visual research.

Credit Hours: 3

Prerequisites: senior standing and ENGLISH 1000

ARTGE_VS 4975W: Senior Seminar in Art - Writing Intensive

A capstone course for the undergraduate art degree with emphasis on the production of a written statement relating to the students' visual research.

Credit Hours: 3

Prerequisites: senior standing and ENGLISH 1000

ARTGE_VS 4976: Design - Senior Seminar

Capstone for undergraduate graphic design students. Emphasis placed on research and writing about the theory and practice of design. Students connect with Graphic Design Alumni with the Alumni Lecture Series. All students will participate in a final, mandatory, formal portfolio review.

Credit Hours: 3

Prerequisites: senior standing and ENGLISH 1000

ARTGE_VS 4976W: Design - Senior Seminar - Writing Intensive

Capstone for undergraduate graphic design students. Emphasis placed on research and writing about the theory and practice of design. Students connect with Graphic Design Alumni with the Alumni Lecture Series. All students will participate in a final, mandatory, formal portfolio review.

Credit Hours: 3

Prerequisites: senior standing and ENGLISH 1000

ARTGE_VS 7000: Graduate Art - Studio Practice and Critique

Art studio practice emphasis on individual creative expression. Course may be repeated for up to 15 credit hours. Expendable materials fee required. Graded on A-F basis only. Prerequisites: Graduate Art Major

Credit Hours: 3

ARTGE_VS 7001: Topics in Art

Special studies in studio art at the graduate level; covers subjects not included in regularly offered courses. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: instructor's consent

ARTGE_VS 7005: Topics in Art - Humanities

Special studies in graduate level studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topics.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 7020: International Summer Study Abroad in Art

A three-week study abroad in studio art with required participation in scheduled excursions to art-related sites. Students create original art for review at schedule critiques in The Netherlands. May be repeated once for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: consent of the instructor

ARTGE_VS 7030: Video Art and the Moving Image

(cross-leveled with ARTGE_VS 4030). Video as a fine art form intersecting with sculpture, experimental filmmaking, DIY and Internet culture. Theoretical and historical knowledge is integrated with studio practice. Students create video works in Adobe Premiere Pro, demonstrating technical ability and aesthetic vision. May be repeated up to 9 hours maximum.

Credit Hours: 3

ARTGE_VS 7050: Performance Art

(cross-leveled with ARTGe_VS 4050) This studio art course will survey the practices in Performance Art and its intersections with visual and media-based art, experimental theater, music and dance. Modules will include performance and: the object, culture, the mediatized body body, culture and alternative spaces. Graded on A-F basis only.

Credit Hours: 3

ARTGE_VS 7085: Problems in Art

Individual study in a subject area to be proposed by the student and approved by the instructor. The student will meet periodically on a regular basis with the instructor to review progress on the work assigned. May be repeated for credit. Graded on A-F basis only.

Credit Hour: 1-3

Prerequisites: for students with strong preparation in Art; departmental consent

ARTGE_VS 8000: Graduate Art - Advanced Studio Practice and Critique

Continuation of ARTGE_VS 7000. Art studio practice with emphasis on individual creative expression. Course may be repeated for up to 15 credit hours. Expendable materials fee required. Graded on A-F basis only. Prerequisites: Graduate Art Major

Credit Hours: 3

ARTGE_VS 8001: Topics in Art

Special studies in graduate level studio art; covers subjects not included in regularly offered courses. Topics courses are repeatable for up to 6 credits per individual topic.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTGE_VS 8070: Graduate Art - Theory and Context

Contextualizing artwork in culture, history, and theory. May be repeated up to 18 hours for credit. Graded on A-F basis only

Credit Hours: 3

Prerequisites: Graduate Art standing

ARTGE_VS 8090: MFA Thesis Exhibition Documentation

Preparation of materials deemed necessary to document in a permanent form the thesis exhibition. Credit will be granted upon the satisfactory completion of the document, which will be retained by the Department of Art. Required of all MFA candidates. Graded on S/U basis only.

Credit Hour: 1

ARTGE_VS 9010: Graduate Studio Seminar

Practical and philosophical concerns of the visual artist. Mandated for all MFA candidates.

Credit Hours: 2

ARTPA_VS 2500: Beginning Painting

Introduces primary techniques of painting. Emphasis on conceptualization of visual perception (understanding how we see) and the creative processes (understanding how we create). Sections either in oil or acrylic; contact instructor. Expendable material fee required.

Credit Hours: 3

Prerequisites: ARTDR_VS 1050 or instructor's consent

ARTPA_VS 3500: Intermediate Painting

This course provides a bridge between beginning and advanced painting. Student work will build on the structured assignments in the beginning course (ARTPA_VS 2500) to the more self-directed work expected in advanced art courses. Students will develop skills and critical thinking around how to make paintings that are visually dynamic yet also conceptually interesting and innovative. This course begins the process of creating a cohesive project in painting and a body of work as a professional artist. May be repeated to 9 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTPA_VS 2500

ARTPA_VS 4500: Advanced Painting: Portfolio

This course will provide an intensive experience in the development of a portfolio of artwork in painting. Students will explore the connections between their work and contemporary art. May be repeated to 15 hours maximum. Cross-listed with other advanced art classes so students may be working in a range of media. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTPA_VS 3500

ARTPA_VS 4585: Problems in Painting

Problems in Painting. Enrollment limited to students who have taken ARTPA_VS 4500.

Credit Hour: 1-3

Prerequisites: Instructor consent

ARTPA_VS 7500: Graduate Painting

Advanced study. Emphasis on individual creative expression. May repeat to 18 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: graduate Art major

ARTPA_VS 7585: Problems in Painting

Independent studio practice including critical evaluation of student's creative work. Individual study in painting is to be proposed by the student and approved by the instructor. The student will meet on a regular basis with the instructor to review student progress. May be repeated for credit. Graded on A-F basis only.

Credit Hour: 1-3

Prerequisites: ARTPA_VS 7500 and instructor's consent required

ARTPA_VS 8500: Advanced Graduate Painting

Continuation of ARTPA_VS 7500. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTPA_VS 7500 or instructor's consent

ARTPA_VS 8570: Graduate Painting - Theory and Context

Contextualizing artwork in culture, history, and theory. Repeatable to 18 hours for credit. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: Graduate Art standing

ARTPA_VS 8585: Problems in Painting II

Advanced independent studio practice including critical evaluation of student's creative work. Individual study in painting is to be proposed by the student and approved by the instructor. The student will meet on a regular basis with the instructor to review student progress. May be repeated for credit. Graded on A-F basis only.

Credit Hour: 1-3

Prerequisites: For students with strong preparation in Art; instructor's consent; ARTPA_VS 7585

ARTPH_VS 2600: Digital Photography

Introduction to photography within an art context; digital workflow including use of camera, software, and digital output methods; and a

survey of both contemporary and historical topics related to visual and conceptual concerns. Digital camera with RAW capability and manual aperture + shutter controls required. DSLR recommended. Payment of expendable materials fee required.

Credit Hours: 3

Recommended: ARTGE_VS 1030, ARTGE_VS 1040, ARTDR_VS 1050

ARTPH_VS 3600: Black and White Photography

Exploration of black and white film photography centering on the 4x5 inch large format camera. All camera and darkroom equipment is provided by the program. Students will learn traditional analog developing and printing as well as methods for digitizing film and large format inkjet printing from scanned negatives. Additionally, students transition to more independently conceived artwork. Payment of expendable material fee is required.

Credit Hours: 3

Prerequisites: ARTPH_VS 2600

ARTPH_VS 4600: Advanced Photography

Advanced studio course in photography focuses on a process of production, critique, and revision. Students pursue a self-directed body of work made in direct relationship to photography's expanding definition; its past and present position within the the arts; and within the diverse landscape of imaging practices and visual culture. Payment of expendable material fee is required. May repeat up to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTPH_VS 2600 and ARTPH_VS 3600

ARTPH_VS 4685: Problems in Photography

Supervised research in creative photography.

Credit Hour: 1-3

Prerequisites: Instructor's consent

ARTPH_VS 7600: Graduate Photography

Advanced technical study with emphasis on development of the individual student's creative ideas. Payment of expendable materials expense is required. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: Instructor's consent required

ARTPH_VS 7685: Problems in Photography

Supervised research in creative photography.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ARTPH_VS 8600: Graduate Photography II

Continuation of ARTPH_VS 7600. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTPH_VS 7600 or instructor's consent

ARTPR_VS 2700: Etching and Relief Printmaking

Introduction to etching and relief printing techniques to create original works of art. Processes include copper and laser etching, linocut,

woodcut, drypoint, collography, mezzotint, and color printing. This course engages concepts of originality, reproduction, pop culture and the cultural record. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030 or ARTDR_VS 1050 or consent of instructor

ARTPR_VS 2730: Screen Printing

Introduction to large format screen printing to create original works of art. Processes include CMYK reduction, photo-based screen printing, screen building and registration. Students will be exposed to an historical focus on the history of screen-printing as central to Pop Art and social critique. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTGE_VS 1030 or ARTDR_VS 1050 or consent of instructor

ARTPR_VS 3700: Intermediate Printmaking

Intermediate printmaking focuses on strengthening all printmaking processes (Etching, Relief, Screen Printing, Lithography, Photo mechanics, Collagraphy and Monotype) towards an emphasis in concept, critique and portfolio building. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTPR_VS 2700 or ARTPR_VS 2730 or consent of instructor

ARTPR_VS 4700: Advanced Printmaking

An advanced study of all printmaking processes with an emphasis in experimentation towards finalizing a fully realized fine art portfolio for a career in art. This class focuses on the refinement of all printmaking processes, critique and individual creative expression. May be repeatable to 15 hours. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTPR_VS 2700 or ARTPR_VS 2730 and ARTPR_VS 3700

ARTPR_VS 4785: Problems in Printmaking

An intense independent study of printmaking processes designed around the student's particular academic goals.

Credit Hour: 1-3

Prerequisites: Instructor's consent required

ARTPR_VS 7700: Graduate Printmaking

Graduate level study in all processes of printmaking with a focus on exploring thesis themes within the history and concept of print based art. May repeat to 15 hours maximum. Expendable materials fee required.

Credit Hours: 3

Prerequisites: Instructor's consent required

ARTPR_VS 7785: Problems in Printmaking

An intense independent study designed around the graduate student's particular academic goals.

Credit Hour: 1-3

Prerequisites: ARTPR_VS 7700 and instructor's consent

ARTPR_VS 8700: Graduate Printmaking II

Continuation of ARTPR_VS 7700. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTPR_VS 7700 or instructor's consent required

ARTSC_VS 2800: Beginning Sculpture

Investigation of sculptural form, composition and meaning through a variety of materials and technologies. Expendable materials fee required.

Credit Hours: 3

Prerequisites: ARTGE_VS 1040 or instructor's consent

ARTSC_VS 2810: Experimental Media I

Ordering and structuring materials into compositional forms, using various media, traditional as well as new. Subject matter will vary each semester.

Credit Hours: 3

Prerequisites: ARTGE_VS 1040 or instructor's consent

ARTSC_VS 2820: Beginning Welding And Casting

This course is intended to foster critical thinking, creative problem solving, and cultural/visual literacy through the introduction of sculptural welding and metal casting techniques. Projects will address the sculptural methods of manipulation, addition, and substitution as well as the principles of three-dimensional design. Students will become conversant with MIG and gas welding as well as centrifugal and ceramic shell casting. The relationship of form and content will be discussed during class critiques. Graded on A-F basis only.

Credit Hours: 3

Prerequisites: ARTGE_VS 1040

ARTSC_VS 3800: Intermediate Sculpture

Continuation of ARTSC_VS 2800. This course is designed to allow the student to pursue self-initiated imagery and ideas through the manipulation of mass and volume in time/space. A wide range of materials and techniques are available including the following: substitution casting (resin or bronze), subtraction (stone or wood), manipulation (terra-cotta or plaster), addition (welding, mixed media or assemblage) and/or time (video or performance). The relationship of form and content will be discussed during class critiques.

Credit Hours: 3

Prerequisites: ARTSC_VS 2800 or ARTSC_VS 2820

ARTSC_VS 4800: Advanced Sculpture

This course will build skills acquired in ARTSC_VS 3800. Includes welding, casting, carving and assemblage with emphasis on the development of a personal visual language. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTSC_VS 3800

ARTSC_VS 4810: Experimental Media III

Continuation of ARTSC_VS 3810. May repeat to 15 hours maximum.

Credit Hours: 3

Prerequisites: ARTSC_VS 3810

ARTSC_VS 4885: Problems in Sculpture

Problems in Sculpture.

Credit Hour: 1-3

Prerequisites: instructor's consent

ARTSC_VS 7800: Graduate Sculpture

Payment of expendable materials expense is required. May repeat to 15 hours maximum.

Credit Hours: 3

ARTSC_VS 7885: Problems in Sculpture

Problems in Sculpture.

Credit Hour: 1-3

Prerequisites: ARTSC_VS 7800 and instructor's consent required

ARTSC_VS 8800: Graduate Sculpture II

Continuation of ARTSC_VS 7800. Repeatable to 15 hours.

Credit Hours: 3

Prerequisites: ARTSC_VS 7800 or instructor's consent required
